

**OPERATION BABYLON
KICKSTARTER BACKER EXCLUSIVE**





ACTION JACKSON

MAJOR JACKSON CLAYBORNE,
AIRBORNE FORCE

- AT THE DOUBLE • OFFICER •
- 60W PHASER RIFLE: PHASER •



														
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 2x 60W PHASER RIFLE													
6	3/1	3/1	3/1	3/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-

HERO



16



ACTION JACKSON

MAJOR JACKSON CLAYBORNE,
AIRBORNE FORCE

AT THE DOUBLE: May take a free Move Action after performing a March Move Action. Applies to Units Joined as well.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).



BAZOOKA JOE

LIEUTENANT COLONEL
JOSEPH BROWN, ASOCOM

- BLACK OPS • OFFICER •
- EXPERT - GRENADE LAUNCHER •
- MODIFIED M7 GRENADE LAUNCHER: GRENADE •

 2

 4

 2

RANGE														
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x MODIFIED M7 GRENADE LAUNCHER													
3	 /1	 /1	 /1	 /1	1/ 	1/3	1/2	1/2	1/1	1/1	-	-	-	-
	B 1x .45 ACP PISTOL													
2	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-

HERO



12



A B

BAZOOKA JOE

LIEUTENANT COLONEL
JOSEPH BROWN, ASOCOM



BLACK OPS: Roll four dice for Initiative at the start of each turn.

EXPERT - GRENADE LAUNCHER: Hit on rolls of  as well as . Does not apply to Units Joined.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).



JOHNNY ONE-EYE

LIEUTENANT JOHN COVIELLO, ASOCOM

- FIGHTING SPIRIT  •
- KILLING SPREE • OFFICER •

 2

 4

 2



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x VICTORY MG														
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-

HERO



10



JOHNNY ONE-EYE

LIEUTENANT JOHN COVIELLO, ASOCOM

FIGHTING SPIRIT: Once per game, hit on rolls of  as well as . Applies to Units Joined as well.

KILLING SPREE: When this Hero hits with a Ranged Weapon, roll hits again scoring another hit on . Continue rolling until re-roll fails to hit. Does not apply to Units Joined.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.



OZZ 117

REAL NAME ERASED FROM FILE,
ASOCOM

- ASSASSIN • FLYING • LONER •
- EXPERT - HEAVY ROCKET PUNCH •
- FLAMETHROWER: FLAME •



3



6



3



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x FLAMETHROWER													
1	🔥/☠️	🔥/☠️	🔥/2	🔥/2	🔥/☠️	🔥/☠️	🔥/2	🔥/2	🔥/2	🔥/2	🔥/2	-	-	-
B	1x HEAVY ROCKET PUNCH													
C	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-

HERO



9



OZZ 117

REAL NAME ERASED FROM FILE, ASOCOM

ASSASSIN: Choose Soldiers hit when using Close-combat Weapons. Does not apply to Units Joined.

EXPERT - HEAVY ROCKET PUNCH: Hit on rolls of  as well as . Does not apply to Units Joined.

FLYING: Ignore terrain. Does not apply to Units Joined.

LONER: May not Join a Unit.

FLAME: Targets get no Saves from this weapon and are Suppressed.



RHINO

**SERGEANT MAJOR WILLIAM
SPRINGFIELD, RANGER FORCE**

- BERSERK • CHARGE • OFFICER •
- EXPERT - HEAVY ROCKET PUNCH •
- FIRST STRIKE • FLYING •



4



6



3



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x PAIRED HEAVY ROCKET PUNCH													
C	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	1/4	1/3

HERO



17



RHINO

**SERGEANT MAJOR WILLIAM SPRINGFIELD,
RANGER FORCE**

BERSERK: When Hero hits with a Close-Combat Weapon, roll again scoring another hit on . Continue rolling until fail to hit. Does not apply to Units Joined.

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.

EXPERT - HEAVY ROCKET PUNCH: Hit on rolls of as well as . Does not apply to Units Joined.

FIRST STRIKE: Resolve Close-Combat Attacks before target resolves theirs. Does not apply to Units Joined.

FLYING: Ignore terrain. Does not apply to Units Joined.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

TA22
2014



ROSIE

**MASTER SERGEANT ROSIE DONOVAN,
ASOCOM**

- EXPERT - WRENCH •
- PILOT • TANK HEAD •
- M9D BAZOOKA: GRENADE •

 **2**

 **4**

 **1**



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x M9D BAZOOKA													
4	1/4	1/4	1/4	1/4	1/☠	1/☠	1/☠	1/5	1/5	1/4	1/4	-	-	-
	B 1x WRENCH													
C	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-

HERO



10



A B



ROSIE

MASTER SERGEANT ROSIE DONOVAN,
ASOCOM

EXPERT - WRENCH: Hit on rolls of  as well as . Does not apply to Units Joined.

PILOT: May mount a Vehicle, using their skills while in the Vehicle.

TANK HEAD: Perform a Tank Head Action to roll five dice. Cancel one point of damage on piloted or adjacent vehicle for each  or  rolled. Does not apply to Units Joined.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).



SERGEANT VICTORY

STAFF SERGEANT PERCY WASHINGTON,
ALLIED AIR FORCE

- ADVANCED REACTIVE FIRE • FLYING •
- CHEAT DEATH • EXPERT - PISTOL •
- FIRST STRIKE • SUPERHUMAN •



6



12



1



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 2x VK-ENRICHED .45 ACP PISTOL													
3	4/1	4/1	4/1	3/1	2/2	2/2	1/1	1/1	-	-	-	5/2	3/2	-
	B 2x SUCKER PUNCH													
C	1/4	1/4	1/4	1/4	1/4	1/4	1/3	1/2	1/1	1/1	1/1	1/4	1/4	1/3

HERO



28



SERGEANT VICTORY

STAFF SERGEANT PERCY WASHINGTON,
ALLIED AIR FORCE

ADVANCED REACTIVE FIRE: When attempting a Reactive Attack, count  as  when rolling for number of Actions.

CHEAT DEATH: If eliminated, roll a die. On a  or , cancel one point of Damage and Hero survives, but next Action must be a Shake It Off Special Action.

EXPERT - PISTOL: Hit on rolls of  as well as .

FIRST STRIKE: Resolve Close-Combat Attacks before target resolves theirs.

FLYING: Ignore terrain.

SUPERHUMAN: Passes Infantry Save on  as well as , but never has Cover Save. May not Join a Unit.

TA024
2014



THE CHEF

GUGLIELMO ZANICOTTI, SOE

- EXPERT - KITCHEN KNIVES •
- LONER • SPY • LUCKY  •
- PAIRED BLOWTORCHES: FLAME •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x PAIRED BLOWTORCHES													
1	4/☠	4/☠	4/1	4/1	4/☠	4/☠	4/1	4/1	4/1	4/1	4/1	-	-	-
B	1x KITCHEN KNIVES													
C	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-

HERO



5



THE CHEF

GUGLIELMO ZANICOTTI, SOE



EXPERT - KITCHEN KNIVES: Hit on rolls of  as well as .

LONER: May not Join a Unit.

LUCKY: Once per game, may re-roll all of the dice for one weapon during his Attack action.

SPY: Not placed at the start of the game. Each time Spy is Activated, roll two dice. If any  are rolled, place Spy within 1 of an enemy Unit and then perform one Action for each  rolled.

FLAME: Targets get no Saves from this weapon and are Suppressed.



THE PRIEST

LIEUTENANT DAVID BONNER,
SOE

• EXPERT - DYNAMITE •
• SPY • LUCKY ■ •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x WEBLEY REVOLVER													
2	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-
	B 1x DYNAMITE													
1	♣/6	♣/5	♣/4	♣/3	1/6	1/6	1/4	1/4	1/3	1/3	1/2	-	-	-

HERO



9



THE PRIEST

LIEUTENANT DAVID BONNER, SOE

EXPERT - DYNAMITE: Hit on rolls of  as well as .

LUCKY: Once per game, may re-roll all of the dice for one weapon during his Attack action.

SPY: Not placed at the start of the game. Each time Spy is Activated, roll two dice. If any  are rolled, place Spy within 1 of an enemy Unit and then perform one Action for each  rolled.



THE BOSS

RANGER COMMAND SQUAD

• COMMAND SQUAD •

 2

 4

 2



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	4x M1 AUTOMATIC RIFLE													
6	2/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	1/1	1/1	-
B	1x VICTORY MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-

12



THE BOSS

RANGER COMMAND SQUAD

COMMAND SQUAD: May perform Special Actions with its Officer, Medic, or Mechanic to reactivate, heal, repair, or rearm Units, or to summon reinforcements.



13 FOXTROT

RANGER OBSERVER SQUAD

- ARTILLERY OBSERVER •
- CAMOUFLAGE •

 **2**

 **4**

 **2**

														
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 2x M1 AUTOMATIC RIFLE														
6	2/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	1/1	1/1	-

3



13 FOXTROT

RANGER OBSERVER SQUAD

ARTILLERY OBSERVER: Can shoot a target in Line of Sight with an Artillery Weapon from another Unit that has not yet Activated, even if the other Unit does not have Line of Sight. The other Unit is counted as Activated after making its Attack.

CAMOUFLAGE: Take Camouflage Action. If in Cover, only Units within Range 3 have Line of Sight to this Unit until it takes an Action other than Move, Artillery Observer, or Nothing. Start the game Camouflaged. Does not apply to Units Joined.



BBQ SQUAD

RANGER ASSAULT SQUAD

• FLAMETHROWER: FLAME •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 4x SHOTGUN													
2	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
	B 1x FLAMETHROWER													
1	☠/☠	☠/☠	☠/2	☠/2	☠/☠	☠/☠	☠/2	☠/2	☠/2	☠/2	☠/2	-	-	-
	C 4x DEMO CHARGE (LIMITED AMMO <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>)													
C	1/3	1/3	1/3	1/3	1/3	1/3	1/2	1/2	1/2	1/2	1/2	-	-	-

A C

9



A C



A C



A C



B



BBQ SQUAD

RANGER ASSAULT SQUAD

FLAME: Targets get no Saves from this weapon and are Suppressed.



BOT HUNTERS

RANGER HEAVY WEAPON SQUAD

- M9 BAZOOKA: GRENADE •
- UNDER-BARREL GRENADE LAUNCHER: GRENADE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 2x M9 BAZOOKA													
4	1/3	1/3	1/3	1/3	1/☠	1/☠	1/4	1/4	1/3	1/3	1/2	-	-	-
	B 3x M1 AUTOMATIC RIFLE													
6	2/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	1/1	1/1	-
	C 3x UNDER-BARREL GRENADE LAUNCHER (LIMITED AMMO <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>)													
3	1/2	1/2	1/2	1/2	1/☠	1/3	1/2	1/2	1/1	1/1	-	-	-	-

9



BOT HUNTERS

RANGER HEAVY WEAPON SQUAD

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).



CRACK SHOTS

RANGER SNIPER SQUAD

- CAMOUFLAGE •
- SCOUT • SPOTTER •
- M2 SNIPER RIFLE: SNIPER •

	2
	4
	2



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x M2 SNIPER RIFLE													
8	1/3	1/3	1/2	1/1	1/1	1/1	-	-	-	-	-	-	-	-
B	1x M1 AUTOMATIC RIFLE													
6	2/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	1/1	1/1	-

4



CRACK SHOTS

RANGER SNIPER SQUAD

CAMOUFLAGE: Take Camouflage Action. If in Cover, only Units within Range 3 have Line of Sight to this Unit until it takes an Action other than Move, Artillery Observer, or Nothing. Start the game Camouflaged. Does not apply to Units Joined.

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

SPOTTER: If Spotter does not use a weapon, each Sniper weapon making a Sustained Attack hits on rolls of  as well as .

SNIPER: Choose the enemy Soldiers hit with this weapon.



DEATH DEALERS

RANGER WEAPON SQUAD

- M9 BAZOOKA: GRENADE •
- UNDER-BARREL GRENADE LAUNCHER: GRENADE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 3x M1 AUTOMATIC RIFLE														
6	2/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	1/1	1/1	-
B 3x UNDER-BARREL GRENADE LAUNCHER (LIMITED AMMO <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>)														
3	1/2	1/2	1/2	1/2	1/☠	1/3	1/2	1/2	1/1	1/1	-	-	-	-
C 1x VICTORY MG														
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
D 1x M9 BAZOOKA														
4	1/3	1/3	1/3	1/3	1/☠	1/☠	1/4	1/4	1/3	1/3	1/2	-	-	-

A B

9



DEATH DEALERS

RANGER WEAPON SQUAD

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).



GINNERS

RANGER COMBAT SQUAD

- M9 BAZOOKA: GRENADE •
- UNDER-BARREL GRENADE LAUNCHER: GRENADE •



RANGE														
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 4x M1 AUTOMATIC RIFLE													
6	2/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	1/1	1/1	-
	B 4x UNDER-BARREL GRENADE LAUNCHER (LTD AMMO <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>)													
3	1/2	1/2	1/2	1/2	1/☠	1/3	1/2	1/2	1/1	1/1	-	-	-	-
	C 1x M9 BAZOOKA													
4	1/3	1/3	1/3	1/3	1/☠	1/☠	1/4	1/4	1/3	1/3	1/2	-	-	-

8



GUNNERS

RANGER COMBAT SQUAD

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

9



HELL BOYS

RANGER ATTACK SQUAD

FLAME: Targets get no Saves from this weapon and are Suppressed.



RECON BOYS

RANGER RECON SQUAD

• SCOUT •
 • UNDER-BARREL
 GRENADE LAUNCHER: GRENADE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x VICTORY MG													
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
	B 4x M1 AUTOMATIC RIFLE													
6	2/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	1/1	1/1	-
	C 4x UNDER-BARREL GRENADE LAUNCHER (LTD AMMO <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>)													
3	1/2	1/2	1/2	1/2	1/☠	1/3	1/2	1/2	1/1	1/1	-	-	-	-

8



RECON BOYS

RANGER RECON SQUAD

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).



THE BIG BOSS

HEAVY RANGER COMMAND SQUAD

- COMMAND SQUAD •
- FLAMETHROWER: FLAME •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 2x TWIN VICTORY MG													
6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	3/1	2/1	-
	B 1x FLAMETHROWER													
1	☠/☠	☠/☠	☠/2	☠/2	☠/☠	☠/☠	☠/2	☠/2	☠/2	☠/2	☠/2	-	-	-
	C 1x WRENCH													
C	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-

13



THE BIG BOSS

HEAVY RANGER COMMAND SQUAD

COMMAND SQUAD: May perform Special Actions with its Officer, Medic, or Mechanic to reactivate, heal, repair, or rearm Units, or to summon reinforcements.

FLAME: Targets get no Saves from this weapon and are Suppressed.

11



GRIM REAPERS

HEAVY RANGER ATTACK SQUAD

FLYING: Ignore terrain. Does not apply to Units Joined.

12



TANK BUSTERS

HEAVY RANGER TANK-HUNTER SQUAD

FLYING: Ignore terrain. Does not apply to Units Joined.
GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).



HAMMERS

HEAVY RANGER ASSAULT SQUAD

- CHARGE •
- FIRST STRIKE •
- FLYING •



														
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 3x PAIRED ROCKET PUNCH														
C	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	1/3	1/2

10



HAMMERS

HEAVY RANGER ASSAULT SQUAD

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.

FIRST STRIKE: Resolve Close-Combat Attacks before target resolves theirs. Does not apply to Units Joined.

FLYING: Ignore terrain. Does not apply to Units Joined.



DEVIL'S OWN

COMMANDO KILL SQUAD

- SCOUT •
- EXPERT - KNIFE •
- 50W PHASER RIFLE: PHASER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 3x 50W PHASER RIFLE													
4	5/1	5/1	5/1	5/1	2/2	2/2	2/2	2/2	2/2	2/2	2/2	-	-	-
	B 3x FIGHTING KNIFE													
C	1/2	1/2	1/2	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-

12



DEVIL'S OWN

COMMANDO KILL SQUAD



EXPERT - KNIFE: Hit on rolls of  as well as . Does not apply to Units Joined.

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).



LEGIO PATRIA NOSTRA

FOREIGN LEGION KILL SQUAD

- BRAVE •
- 50W PHASER RIFLE: PHASER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 3x 50W PHASER RIFLE														
4	5/1	5/1	5/1	5/1	2/2	2/2	2/2	2/2	2/2	2/2	2/2	-	-	-

11



LEGIO PATRIA NOSTRA

FOREIGN LEGION KILL SQUAD

BRAVE: Roll three dice when Rallying.

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).



RED DEVILS

AIRBORNE PARATROOPER SQUAD

• 60W PHASER RIFLE: PHASER •

 **2**

 **4**

 **3**

RANGE														
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 3x 60W PHASER RIFLE													
6	3/1	3/1	3/1	3/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-
	B 3x ROCKET PUNCH													
C	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-

11



RED DEVILS

AIRBORNE PARATROOPER SQUAD

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).

6



DEVIL DOGS

USMC FIRE SQUAD

QUEST TACTICS

TA012
2014



LEATHERNECKS

USMC MORTAR SQUAD

- SUPPORT WEAPON •
- M47 120MM MORTAR: ARTILLERY •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x M47 120MM MORTAR											FRONT		
4-12	♣/1	♣/1	♣/1	♣/1	♣/2	♣/1	♣/1	♣/1	♣/1	-	-	-	-	-
	B 2x M4 .45 SUBMACHINE-GUN													
3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-
	C 2x SHOTGUN													
2	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-



5



LEATHERNECKS

USMC MORTAR SQUAD

SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

ARTILLERY: Can fire under control of an Artillery Observer.



CHOPPERS

USMC HEAVY MACHINE-GUN SQUAD

- ADVANCED REACTIVE FIRE •
- SUPPORT WEAPON •



RANGE	1				2				3				4			
	A 1x .50 CAL HMG												FRONT			
10	9/2	9/2	7/1	5/1	5/2	4/1	1/1	-	-	-	-	-	-	-		
	B 1x M47 BAR AUTOMATIC RIFLE															
6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-		
	C 2x M4 .45 SUBMACHINE-GUN															
3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-		



5



CHOPPERS

USMC HEAVY MACHINE-GUN SQUAD

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting  as  when rolling for number of Actions. Does not apply to Units Joined.

SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.



M47 FIELD PHASER

M47 FIELD PHASER

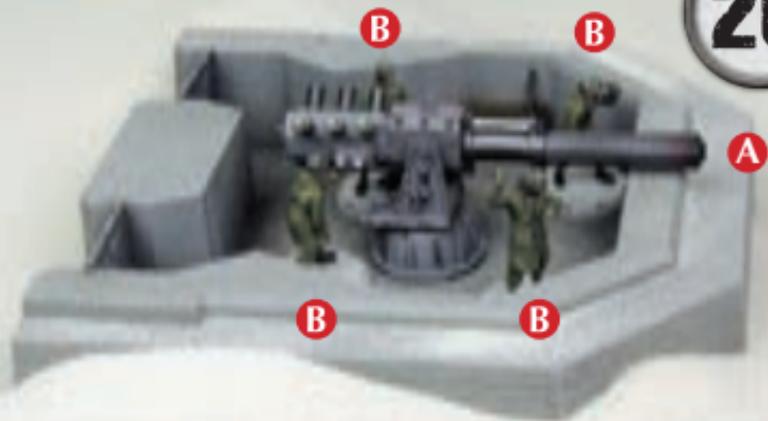
- STRONGPOINT •
- SUPPORT WEAPON •
- 210W PHASER GUN: PHASER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x 210W PHASER GUN											TURRET		
12	7/1	7/1	7/1	7/1	1/7	1/7	1/7	1/7	1/7	1/7	1/7	-	-	-
	B 4x M47 BAR AUTOMATIC RIFLE													
6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-



20



M47 FIELD PHASER

M47 FIELD PHASER

STRONGPOINT: Must be deployed in a Strongpoint or Bunker. Unit has a Strongpoint included in its points cost. You may upgrade the Strongpoint to a Bunker for an additional +5 points. Cannot move.

SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).



M47 FIELD PHASER

M47 FIELD PHASER

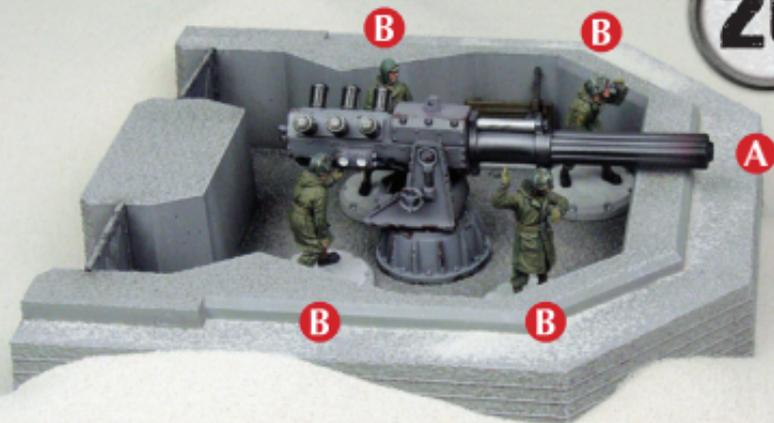
- STRONGPOINT •
- SUPPORT WEAPON •
- 210W PHASER GUN: PHASER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x 210w PHASER GUN											TURRET		
12	7/1	7/1	7/1	7/1	1/7	1/7	1/7	1/7	1/7	1/7	1/7	-	-	-
	B 4x M47 BAR AUTOMATIC RIFLE													
6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-



20



M47 FIELD PHASER

M47 FIELD PHASER

STRONGPOINT: Must be deployed in a Strongpoint or Bunker. Unit has a Strongpoint included in its points cost. You may upgrade the Strongpoint to a Bunker for an additional +5 points. Cannot move.

SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).



STORMSTRIKE

P-48C PELICAN, FIGHTER BOMBER

• 500 KG BOMB: VOLLEY •

→ 12
 → 24
 ✈ 2



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 2x 500 KG BOMB (LIMITED AMMO <input type="checkbox"/> <input type="checkbox"/>)											FRONT		
2	✎/9	✎/8	✎/7	✎/6	✎/☠	✎/☠	✎/☠	✎/6	✎/5	✎/5	✎/4	-	-	-
	B 1x SIX .50 CAL MG											FRONT		
2	12/2	12/2	12/2	9/1	7/2	6/2	3/1	-	-	-	-	10/2	7/2	4/1



17



STORMSTRIKE

P-48C PELICAN, FIGHTER BOMBER

VOLLEY: May fire any or all remaining bombs and rockets at the same target in a single Attack.

QUEST TACTICS

TA002
2014



THUNDERSTRIKE

P-48X PELICAN
FIGHTER BOMBER—ROCKET

• 5.5 INCH HVAR ROCKETS: VOLLEY •

 12

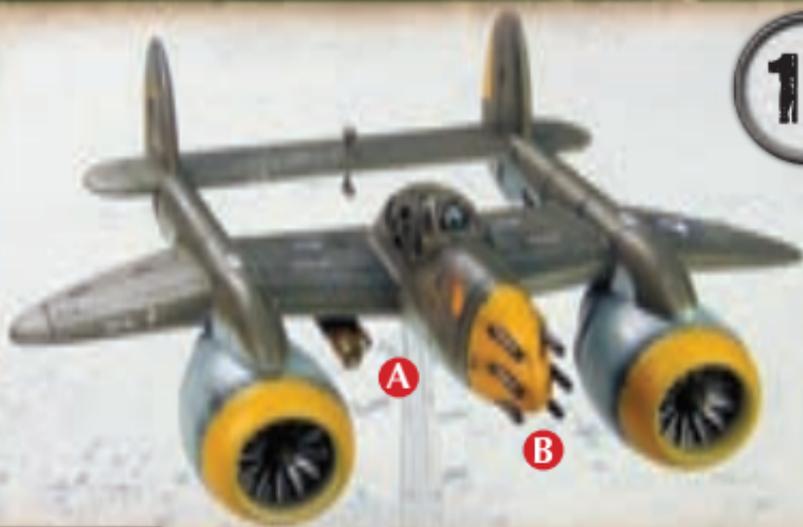
 24

 2

RANGE														
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	2x 5.5 INCH HVAR ROCKETS (LIMITED AMMO <input type="checkbox"/> <input type="checkbox"/>)											FRONT		
3	 /4	 /3	 /2	 /1	 /☠	 /4	 /3	 /3	 /2	 /2	 /1	-	-	-
B	1x SIX .50 CAL MG											FRONT		
2	12/2	12/2	12/2	9/1	7/2	6/2	3/1	-	-	-	-	10/2	7/2	4/1



18



THUNDERSTRIKE

P-48X PELICAN, FIGHTER BOMBER—ROCKET

VOLLEY: May fire any or all remaining bombs and rockets at the same target in a single Attack.

QUEST TACTICS

TA001
2014



BLACKHAWK

M1B LIGHT ASSAULT WALKER-PIAT

• HEAVY PIAT: GRENADE, RELOAD •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x HEAVY PIAT											FRONT		
4	↓/1	↓/1	↓/1	↓/1	3/☠	3/☠	3/☠	3/6	3/5	3/5	2/4	-	-	-



7



BLACKHAWK

M1B LIGHT ASSAULT WALKER—PIAT

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.



HONEY

M1C LIGHT ASSAULT
WALKER-PHASER

• DUAL 120W PHASER GUNS: PHASER, SALVO •

 3

 6

 2

														
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x DUAL 120w PHASER GUNS												FRONT	
8	4/1	4/1	4/1	4/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-



9



HONEY

M1C LIGHT ASSAULT WALKER-PHASER

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).

SALVO: May double number of Combat Dice rolled when attacking. If you do so, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.



WILDFIRE

M1A LIGHT ASSAULT WALKER—MACHINE-GUN

• ADVANCED REACTIVE FIRE •



														
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x QUAD .50 CAL MG												FRONT	
8	12/2	12/2	10/1	7/1	7/2	5/1	2/1	-	-	-	-	4/2	3/2	2/1



7



WILDFIRE

M1A LIGHT ASSAULT
WALKER-MACHINE-GUN

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting  as  when rolling for number of Actions. Does not apply to Units Joined.



BARKING DOG

M3G MEDIUM COMBAT
WALKER—ANTI-TANK

• SIX M40 RECOILESS GUNS: RELOAD •



3



5



4



RANGE														
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x SIX M40 RECOILESS GUNS											TURRET		
12	♣/3	♣/2	♣/1	♣/1	4/☠	4/☠	4/☠	4/5	4/4	2/4	2/3	-	-	-
	B 1x .50 CAL MG											TURRET		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	C 1x .30 CAL MG											FRONT		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-



B**A****C****15**

BARKING DOG

M3G MEDIUM COMBAT
WALKER—ANTI-TANK



RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

UNIT TACTICS

TA151
2014



COBRA AMP

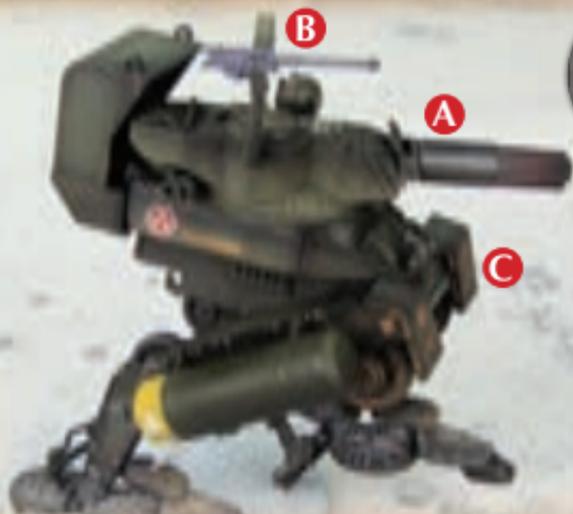
M3D MEDIUM COMBAT WALKER-PHASER (AMPHIBIOUS)

- AMPHIBIOUS •
- 180W PHASER GUN: PHASER •



RANGE														
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x 180W PHASER GUN											TURRET		
10	6/1	6/1	6/1	6/1	1/6	1/6	1/6	1/6	1/6	1/6	1/6	-	-	-
	B 1x .50 CAL MG											TURRET		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	C 1x .30 CAL MG											FRONT		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-





20



COBRA AMP

M3D MEDIUM COMBAT
WALKER-PHASER (AMPHIBIOUS)

AMPHIBIOUS: Can move through Water as if it were Open Space.

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).



COBRA

M3D MEDIUM COMBAT WALKER-PHASER

• 180W PHASER GUN: PHASER •



3



5



4



RANGE														
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x 180W PHASER GUN											TURRET		
10	6/1	6/1	6/1	6/1	1/6	1/6	1/6	1/6	1/6	1/6	1/6	-	-	-
	B 1x .50 CAL MG											TURRET		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	C 1x .30 CAL MG											FRONT		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-



19



COBRA

M3D MEDIUM COMBAT WALKER-PHASER

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).

QUEST TACTICS



HOTDOG

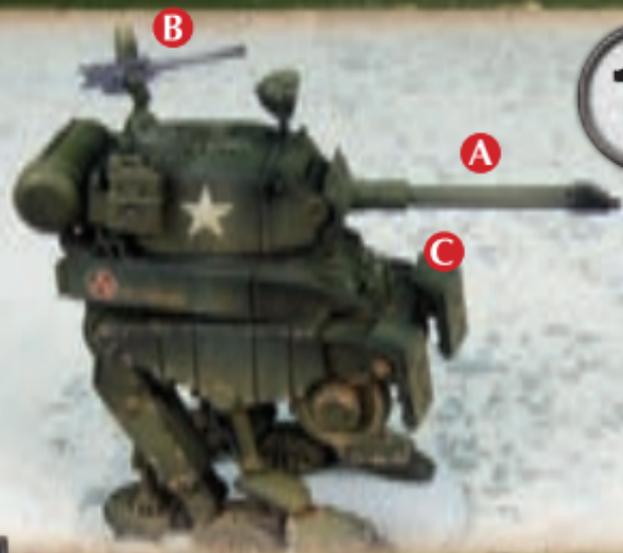
M3B MEDIUM COMBAT
WALKER-NAPALM

• NAPALM THROWER: FLAME •



RANGE	1				2				3				4					
	A 1x NAPALM THROWER												TURRET					
2	☠	☠	☠	☠	☠	☠	☠	☠	☠	☠	☠	☠	☠	☠	☠	-	-	-
	B 1x .50 CAL MG												TURRET					
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	2/2	2/2	1/1			
	C 1x .30 CAL MG												FRONT					
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	-			





HOTDOG

M3B MEDIUM COMBAT WALKER—NAPALM

FLAME: Targets get no Saves from this weapon and are Suppressed.



MICKEY

M3A MEDIUM COMBAT WALKER—CLOSE SUPPORT

• M1 75MM HOWITZER: GRENADE •



RANGE														
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x M1 75MM HOWITZER											TURRET		
8	↓/2	↓/1	↓/1	↓/1	1/☠	1/4	1/3	1/3	1/2	1/2	1/1	-	-	-
	B 1x .50 CAL MG											TURRET		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	C 1x .30 CAL MG											FRONT		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-



B**13**

MICKEY

**M3A MEDIUM COMBAT
WALKER—CLOSE SUPPORT**

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).



POUNDER

M3C MEDIUM COMBAT
WALKER-ANTI-TANK



RANGE														
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x 17 PDR GUN											TURRET		
16	↓/2	↓/1	↓/1	↓/1	1/☠	1/☠	1/5	1/4	1/4	1/3	1/3	-	-	-
	B 1x .50 CAL MG											TURRET		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	C 1x .30 CAL MG											FRONT		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-





14



POUNDER

M3C MEDIUM COMBAT WALKER—ANTI-TANK

QUEST TACTICS

TA041
2014



RATTLER AMP

M3E MEDIUM COMBAT WALKER
ANTI-AIRCRAFT (AMPHIBIOUS)

- ADVANCED REACTIVE FIRE •
- AMPHIBIOUS •



RANGE	1 2 3 4				1 2 3 4 5 6 7							1 2 3		
	A 1x TWIN M2 40MM AA GUNS											TURRET		
12	♣/1	♣/1	♣/1	♣/1	3/☠	3/3	3/3	2/2	1/2	-	-	3/3	2/3	1/2
	B 1x .50 CAL MG											TURRET		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	C 1x .30 CAL MG											FRONT		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-





RATTLER AMP

M3E MEDIUM COMBAT WALKER
ANTI-AIRCRAFT (AMPHIBIOUS)

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting  as  when rolling for number of Actions. Does not apply to Units Joined.

AMPHIBIOUS: Can move through Water as if it were Open Space.



RATTLER

M3E MEDIUM COMBAT
WALKER—ANTI-AIRCRAFT

• ADVANCED REACTIVE FIRE •



RANGE														
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x TWIN M2 40MM AA GUNS											TURRET		
12	👁️/1	👁️/1	👁️/1	👁️/1	3/☠️	3/3	3/3	2/2	1/2	-	-	3/3	2/3	1/2
	B 1x .50 CAL MG											TURRET		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	C 1x .30 CAL MG											FRONT		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-



B**A****C****16**

RATTLER

M3E MEDIUM COMBAT
WALKER—ANTI-AIRCRAFT

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting  as  when rolling for number of Actions. Does not apply to Units Joined.



STEEL RAIN

M3F MEDIUM COMBAT WALKER ASSAULT ENGINEER

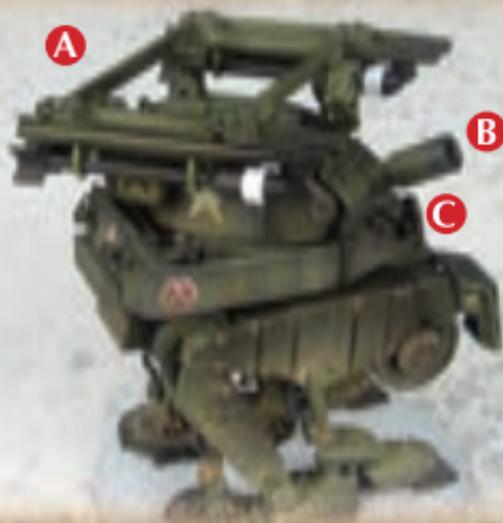
- 4.2" ROCKET: VOLLEY •
- PETARD MORTAR: GRENADE • RELOAD •

3
5
4



RANGE														
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 4x 4.2" ROCKET (LIMITED AMMO <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>)											TURRET		
6	☠/3	☠/2	☠/1	☠/1	☠/☠	☠/3	☠/3	☠/2	☠/2	☠/1	☠/1	-	-	-
	B 1x PETARD MORTAR											TURRET		
4	☠/5	☠/4	☠/3	☠/2	☠/☠	☠/☠	☠/5	☠/4	☠/4	☠/3	☠/3	-	-	-
	C 1x .30 CAL MG											FRONT		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-





15



STEEL RAIN

M3F MEDIUM COMBAT WALKER
ASSAULT ENGINEER

VOLLEY: May fire any or all remaining ammunition at the same target in a single Attack or Sustained Attack Action.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.



BULLDOG

M5A HEAVY DESTROYER WALKER-PHASER

- SMOKE LAUNCHERS  •
- 180W RAPID-FIRE PHASER GUN: PHASER •

 **2**
 **4**
 **5**


RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x 180W RAPID-FIRE PHASER GUN											TURRET		
10	11/1	11/1	11/1	11/1	2/6	2/6	2/6	2/6	2/6	2/6	2/6	-	-	-
	B 1x .50 CAL MG											TURRET		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	C 1x .30 CAL MG											TURRET		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
	D 1x .30 CAL MG											FRONT		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-

LARGE VEHICLE





BULLDOG

M5A HEAVY DESTROYER WALKER-PHASER

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).



SIX SHOOTER

M58 HEAVY DESTROYER WALKER-ANTI-TANK

- SMOKE LAUNCHERS  •
- SIX M40 RECOILLESS GUNS: SALVO •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x SIX M40 RECOILLESS GUNS											TURRET		
12	↓/3	↓/2	↓/1	↓/1	2/☠	2/☠	2/☠	2/5	2/4	1/4	1/3	-	-	-
	B 1x .50 CAL MG											TURRET		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	C 1x .30 CAL MG											TURRET		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
	D 1x .30 CAL MG											FRONT		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-

LARGE VEHICLE



19



SIX SHOOTER

M5B HEAVY DESTROYER
WALKER-ANTI-TANK

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

SALVO: May double number of Combat Dice rolled when attacking. If you do so, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.



LONG TOM II

M7C HEAVY SUPPORT
WALKER-ARTILLERY

- CREW • SMOKE LAUNCHERS  •
- M2 LONG TOM GUN: ARTILLERY •

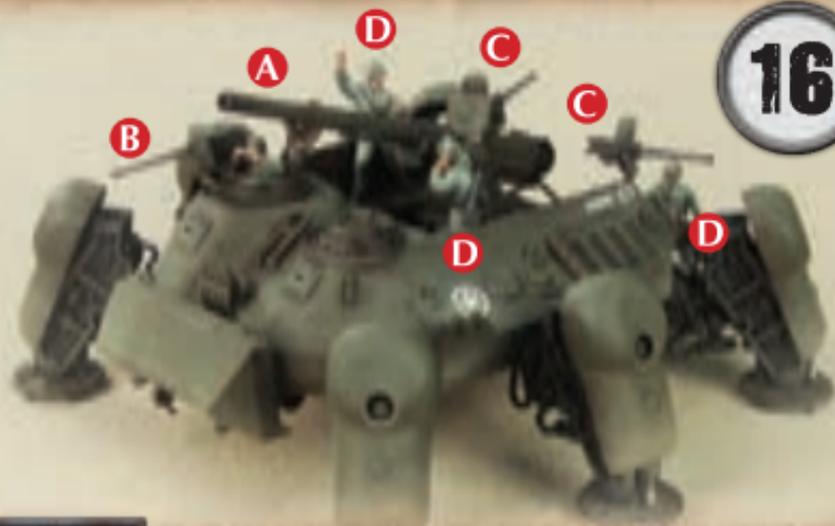


RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x M2 LONG TOM GUN											FRONT		
4-18	 /3	 /2	 /1	 /1	 /3	 /2	 /2	 /1	 /1	 /1	 /1	-	-	-
	B 1x .50 CAL MG											FRONT		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	C 2x .50 CAL MG											SIDE		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	D 3x M4 .45 SUBMACHINE-GUN											TURRET		
3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-

HUGE VEHICLE



16



LONG TOM II

M7C HEAVY SUPPORT WALKER—ARTILLERY

CREW: May attack with either vehicle or crew weapons.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

ARTILLERY: Can fire under control of an Artillery Observer.



MOBILE HQ

M1 HEAVY COMMAND WALKER

- ADVANCED REACTIVE FIRE • AIR ALERT •
- COMMAND VEHICLE • CREW •
- PASSENGERS (6) • SMOKE LAUNCHERS ■■

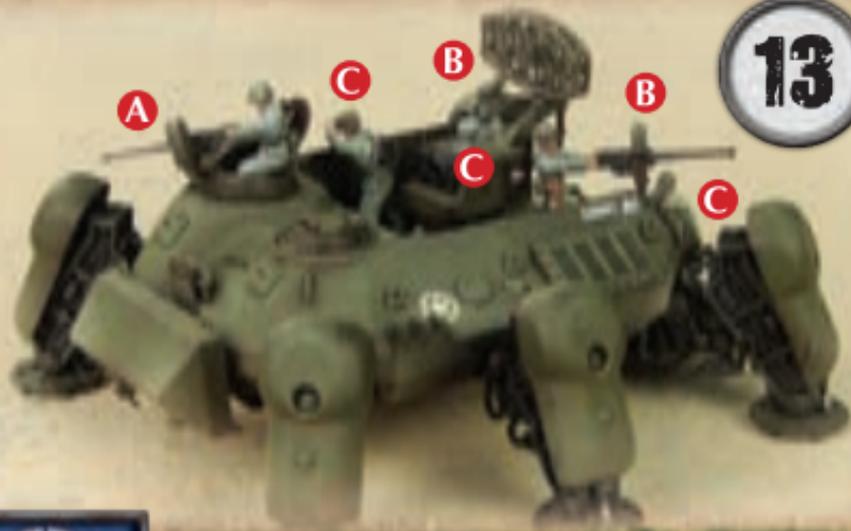


RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x .50 CAL MG											FRONT		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	B 2x .50 CAL MG											SIDE		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	C 3x M4 .45 SUBMACHINE-GUN											TURRET		
3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-

HUGE VEHICLE



13



MOBILE HQ

M1 HEAVY COMMAND WALKER

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting  as  when rolling for number of Actions. Does not apply to Units Joined.

AIR ALERT: Take an Air Alert Special Action to select an Aircraft in Line of Sight. On a , friendly Units attacking it hit on  as well as  for the remainder of the turn.

COMMAND VEHICLE: Officers, Mechanics, and Medics mounted in vehicle can re-roll Special Actions.

CREW: May attack with either vehicle or crew weapons.

PASSENGERS (6): Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

TA040
2014



SKYSWEEPER

M9 HEAVY SUPPORT WALKER
ANTI-AIRCRAFT

- ADVANCED REACTIVE FIRE •
- CREW • SMOKE LAUNCHERS  •

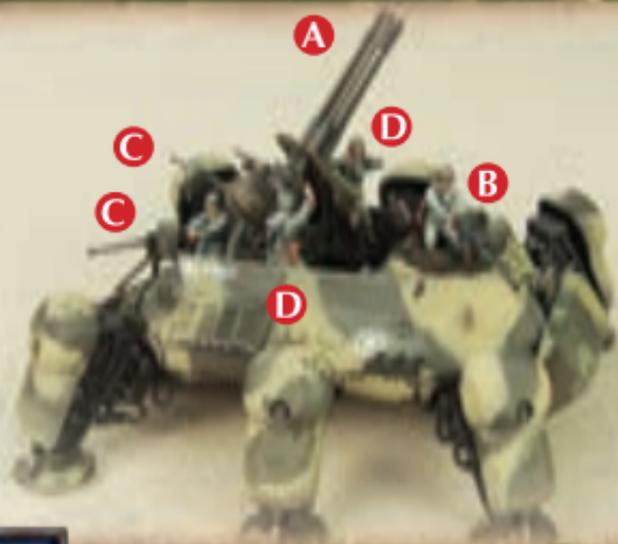


RANGE														
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x TRIPLE M23 60MM AA GUNS											TURRET		
12	 /1	 /1	 /1	 /1	4/ 	4/4	4/3	3/3	2/2	1/2	-	4/3	3/3	1/2
	B 1x .50 CAL MG											FRONT		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	C 2x .50 CAL MG											SIDE		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	D 3x M4 .45 SUBMACHINE-GUN											TURRET		
3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-

HUGE VEHICLE



17



SKYSWEEPER

M9 HEAVY SUPPORT WALKER
ANTI-AIRCRAFT

ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting  as  when rolling for number of Actions. Does not apply to Units Joined.

CREW: May attack with either vehicle or crew weapons.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.



FIREBALL

M7B HEAVY ASSAULT WALKER-NAPALM

- DOZER BLADE •
- PASSENGERS (6) • SMOKE LAUNCHERS  •
- HEAVY NAPALM THROWER: FLAME •

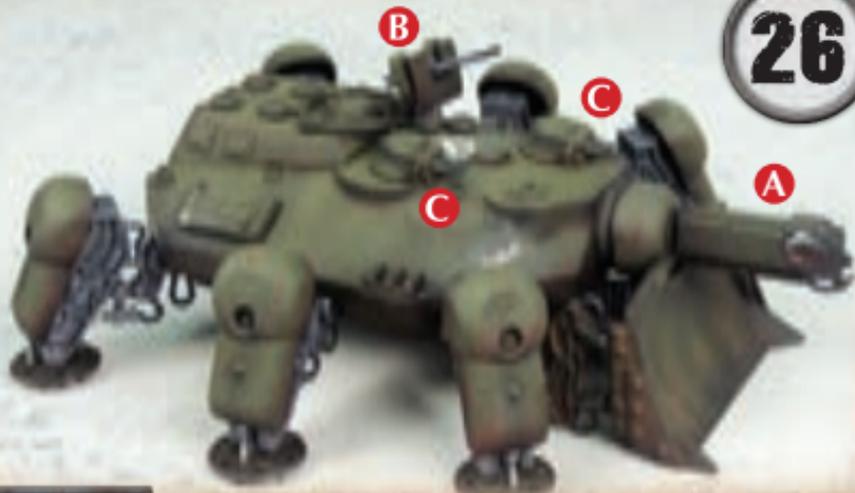


RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x HEAVY NAPALM THROWER											FRONT		
3	 	 	 /4	 /4	 	 	 /4	 /4	 /4	 /4	 /4	-	-	-
	B 1x TWIN .50 CAL MG											TURRET		
8	7/2	7/2	6/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1
	C 2x TWIN .30 CAL MG											TURRET		
6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-	-

HUGE VEHICLE



26



FIREBALL

M7B HEAVY ASSAULT WALKER—NAPALM

DOZER BLADE: Take a Dozer Special Action to gain a Cover Save until the vehicle takes a Move or March Move Action.

PASSENGERS (6): Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

FLAME: Targets get no Saves from this weapon and are Suppressed.



PUNISHER

M7A HEAVY ASSAULT WALKER—ANTI-TANK

- DOZER BLADE •
- PASSENGERS (6) •
- SMOKE LAUNCHERS ■ ■ ■ ■ ■

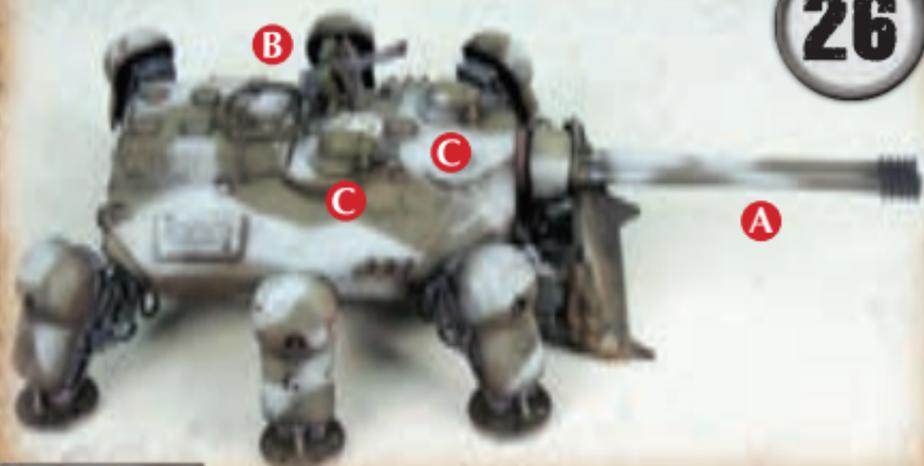


RANGE	1				2				3				4		
	A 1x TWIN M3 155MM GUNS												FRONT		
18	4/4	3/3	2/2	1/1	2/☠	2/☠	2/☠	2/☠	2/6	2/6	2/5	-	-	-	
	B 1x TWIN .50 CAL MG												TURRET		
8	7/2	7/2	6/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1	
	C 2x TWIN .30 CAL MG												TURRET		
6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-	-	

HUGE VEHICLE



26



PUNISHER

M7A HEAVY ASSAULT WALKER—ANTI-TANK

DOZER BLADE: Take a Dozer Special Action to gain a Cover Save until the vehicle takes a Move or March Move Action.

PASSENGERS (6): Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.



LCM-48

LANDING CRAFT, MEDIUM 48

- NAVAL UNIT •
- SEALIFTER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 2x .50 CAL MG											TURRET		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1

LARGE VEHICLE





LCM-48

LANDING CRAFT, MEDIUM 48

NAVAL UNIT: Treat Water as Open Space, but cannot enter any other type of terrain. May take a free Attack Action after performing a March Move Action.

SEALIFTER: Can carry twelve Infantry with Armour 1 or 2 or six Infantry with Armour 3 or 4. Normal-sized Vehicles replace six Infantry. Large Vehicles replace all passengers.



MICKEY ARV

M3RV MEDIUM RECOVERY VEHICLE

• MECHANIC •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x .50 CAL MG											TURRET		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	B 1x .30 CAL MG											FRONT		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-





MICKEY ARV

M3RV MEDIUM RECOVERY VEHICLE

MECHANIC: Perform a Makeshift Repair Action to roll five dice. Cancel one point of damage on adjacent vehicle for each  rolled. Does not apply to Units Joined.



PERSHING II

M28A2 MEDIUM TANK-PHASER

- TRACKED • SMOKE LAUNCHERS  •
- 180W RAPID-FIRE PHASER GUN: PHASER •



RANGE														
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x 180W RAPID-FIRE PHASER GUN											TURRET		
10	11/1	11/1	11/1	11/1	2/6	2/6	2/6	2/6	2/6	2/6	2/6	-	-	-
	B 1x .50 CAL MG											TURRET		
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	C 1x .30 CAL MG											TURRET		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
	D 1x .30 CAL MG											FRONT		
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-

LARGE VEHICLE



24



PERSHING II

M26A2 MEDIUM TANK-PHASER

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

TRACKED: Roll when moving through Terrain, halting on a score of .

PHASER: Targets get no Cover Save from this weapon (but may still have an Infantry Save).



PERSHING III

M26A3 MEDIUM TANK—ANTI-TANK

- TRACKED • SMOKE LAUNCHERS  •
- SIX M40 RECOILESS GUNS: SALVO •



RANGE														
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x SIX M40 RECOILESS GUNS										TURRET			
12	↓/3	↓/2	↓/1	↓/1	2/☠	2/☠	2/☠	2/5	2/4	1/4	1/3	-	-	-
	B 1x .50 CAL MG										TURRET			
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1
	C 1x .30 CAL MG										TURRET			
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
	D 1x .30 CAL MG										FRONT			
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-

LARGE VEHICLE





PERSHING III

M26A3 MEDIUM TANK—ANTI-TANK

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

TRACKED: Roll when moving through Terrain, halting on a score of .

SALVO: May double number of Combat Dice rolled when attacking. If you do so, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.



RECON MICKEY

M3H MEDIUM COMBAT
WALKER-RECON

• ARTILLERY OBSERVER •
• SCOUT •



RANGE	1				2				3				4			
	A 1x TWIN .50 CAL MG												FRONT			
8	7/2	7/2	6/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1		
	B 2x .50 CAL MG												SIDE			
8	5/2	5/2	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1		
	C 1x .30 CAL MG												FRONT			
6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-		





RECON MICKEY

M3H MEDIUM COMBAT WALKER-RECON

ARTILLERY OBSERVER: Can shoot a target in Line of Sight with an Artillery Weapon from another Unit that has not yet Activated, even if the other Unit does not have Line of Sight. The other Unit is counted as Activated after making its Attack.

SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.